

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S13 6	9	345/691.ccls. and (video and interlac\$3 and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 13:22
S13 5	5	345/694.ccls. and (video and interlac\$3 and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 13:22
S11	10	345/643.ccls. and (video and interlac\$3 and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 13:22
S13 4	0	345/694.ccls. and (video and interlac\$3 and pixel and (weight\$3 near5 (complement or reciprocal)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 13:21
S13 3	0	345/694.ccls. and (pixel and (weight\$3 near5 (complement or reciprocal)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 13:21
S13 2	161	345/694.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 13:21
S13 1	0	345/691.ccls. and (pixel and (weight\$3 near5 (complement or reciprocal)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 13:21
S13 0	0	345/691.ccls. and (video and interlac\$3 and pixel and (weight\$3 near5 (complement or reciprocal)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 13:21
S12 9	38	345/691.ccls.	US-PGPUB	OR	OFF	2005/10/20 13:19
S12 8	6	(pixel and weight\$3 and field and interpolat\$3 and (luminance or intensit\$3) and averag\$3).CLM.	US-PGPUB	OR	OFF	2005/10/20 13:19

S11 2	2	(S101 or S102 or S103 or S104) and (video and interlac\$3 and pixel and (weight\$3 near5 (complement or reciprocal)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 13:19
S89	191	345/606.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 13:17
S12 7	24	345/606.ccls. and (weighted adj average)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 12:23
S59	22	345/606.ccls. and (weighted adj average)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 12:23
S12 6	30	S125 and (reciprocal or complement)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 12:15
S12 5	161	"weighted average" and (de-interlac\$3 or deinterlac\$3 or non-interlac\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 12:15
S50	149	"weighted average" and (de-interlac\$3 or deinterlac\$3 or non-interlac\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 12:04
S12 4	1	(S117 or S118 or S119) and (pixel same average same weight\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 12:03
S12 3	3	(S117 or S118 or S119) and (surround\$3 near3 pixel)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 12:03
S12 2	7	(S117 or S118 or S119) and ((cross or common) near5 (pixel))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 12:03

S48	3	(S42 or S43 or S44) and (surround\$3 near3 pixel)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 12:03
S47	7	(S42 or S43 or S44) and ((cross or common) near5 (pixel))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 12:03
S46	1	(S42 or S43 or S44) and (pixel same average same weight\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 12:03
S12 1	2	(S101 or S102 or S103 or S104) and (weight\$3 near5 (complement or reciprocal))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 10:13
S12 0	0	(S117 or S118 or S119) and (pixel same average same weight\$3 same luminance)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 10:13
S11 9	743	386/111.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 10:13
S11 8	85	386/110.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 10:13
S11 7	531	386/109.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 10:13
S10 7	2	(S101 or S102 or S103 or S104) and (video and interlac\$3 and pixel and (weight\$3 near5 (complement or reciprocal)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 10:13
S45	0	(S42 or S43 or S44) and (pixel same average same weight\$3 same luminance)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 10:13

S11 6	0	S105 and S111	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 10:12
S11 5	0	S106 and S111	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 10:12
S11 4	0	S113 and S111	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 10:12
S11 1	4	(S110) and ((cross adj2 field) or (common adj2 field))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 10:12
S11 3	53	S110 and (video and interlac\$3 and pixel and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 10:11
S36	52	S35 and (video and interlac\$3 and pixel and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 10:11
S11 0	1313	386/109-111.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 10:10
S10 6	62	(S101 or S102 or S103 or S104) and (video and interlac\$3 and pixel and (weighted near3 averag\$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 10:10
S37	4	(S35) and ((cross adj2 field) or (common adj2 field))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 10:10
S10 9	1	S108 and S106	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 10:09

S10 8	6	(S101 or S102 or S103 or S104) and ((cross adj2 field) or (common adj2 field))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 10:09
S32	59	(S27 or S28 or S29 or S30) and (video and interlac\$3 and pixel and (weighted near3 averag\$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 10:09
S10 5	299	(S101 or S102 or S103 or S104) and (video and interlac\$3 and pixel and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:54
S10 4	113	348/447.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:54
S10 3	465	348/448.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:54
S10 2	174	348/446.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:54
S10 1	294	348/445.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:54
S31	275	(S27 or S28 or S29 or S30) and (video and interlac\$3 and pixel and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:54
S10 0	0	(S93 or S99) and ((cross adj2 field) or (common adj2 field))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:51
S99	156	345/643.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:51

S98	0	(S96 or S97) and ((cross adj2 field) or (common adj2 field))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:51
S97	10	345/643.ccls. and (video and interlac\$3 and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:51
S96	8	S93 and (video and interlac\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:51
S95	10	345/643.ccls. and (video and interlac\$3 and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:51
S94	8	S93 and (video and interlac\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:51
S93	32	345/673.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:51
S92	15	S91 and (video and interlac\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:51
S13	0	(S8 or S7) and ((cross adj2 field) or (common adj2 field))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:51
S12	0	(S10 or S11) and ((cross adj2 field) or (common adj2 field))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:51
S10	8	S8 and (video and interlac\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:51

S91	194	345/592.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:50
S90	21	S89 and (video and interlac\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:50
S88	16	S81 and (video and interlac\$3 and pixel and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:50
S18	12	S3 and (video and interlac\$3 and pixel and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:50
S15	11	S5 and (video and interlac\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:50
S14	16	S6 and (video and interlac\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:50
S87	1	S85 and (weight\$3 near5 (complement or reciprocal))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:48
S86	3	S85 and (((field or frame) near5 (cross or common)) and interlac\$3 and pixel and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:47
S85	1110	345/589.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:47
S83	1	S79 and (weight\$3 near5 (complement or reciprocal))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:47

S26	3	S25 and (((field or frame) near5 (cross or common)) and interlac\$3 and pixel and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:47
S84	2	S81 and (weight\$3 near5 (complement or reciprocal))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:45
S82	0	S81 and (((field or frame) near5 (cross or common)) and interlac\$3 and pixel and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:45
S81	502	345/428.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:45
S80	0	S79 and (((field or frame) near5 (cross or common)) and interlac\$3 and pixel and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:45
S79	648	345/426.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:45
S78	2	S77 and (weight\$3 near5 (complement or reciprocal))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:45
S24	0	S23 and (((field or frame) near5 (cross or common)) and interlac\$3 and pixel and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:45
S22	0	S21 and (((field or frame) near5 (cross or common)) and interlac\$3 and pixel and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:45
S77	1234	(interlac\$3 near3 video) and (cross-field or ("cross field") or common-field or ("common field") or ((odd and even) near5 (frame or field)) and pixel)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:42

S64	1233	(interlac\$3 near3 video) and (cross-field or ("cross field") or common-field or ("common field") or ((odd and even) near5 (frame or field)) and pixel)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/20 08:41
S69	4	(S66 or S67) and (weight\$3 near3 coefficient)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/19 14:59
S71	5	(S66 or S67) and (weight\$3 near7 coefficient)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/19 14:21
S70	1	(S66 or S67) and (weight\$3 near7 complement)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/19 14:20
S68	0	(S66 or S67) and (weight near3 coefficient)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/19 14:02
S67	60	S65 and (edge near3 pixel)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/19 14:01
S66	33	S65 and (boundary near3 pixel)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/19 11:48
S65	565	(interlac\$3 near3 video) and (cross-field or ("cross field") or common-field or ("common field") or ((odd and even) near5 (frame or field)) and pixel and weight\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/19 11:48
S63	9	S61 and (interlac\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/19 11:46
S62	18	S61 and (video)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/19 11:40

S61	32	345/673.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/19 11:37
S9	17	S8 and (video)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/19 11:37
S60	10	zhu-ge.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/19 11:36
S1	8	zhu-ge.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/19 10:29
S6	176	345/606.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/01 08:27
S58	1	S54 and (compliment)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/01 08:12
S57	0	S54 and (factor near5 compliment)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/01 08:12
S56	0	S54 and (weight\$3 near5 compliment)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/01 08:12
S55	0	S54 and (coefficient near5 compliment)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/01 08:12
S54	149	"weighted average" and (de-interlac\$3 or deinterlac\$3 or non-interlac\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/01 08:08

S53	2	"4789893".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/31 15:57
S51	19	(multipl\$5 near7 ((top or above or bottom or below) near3 pixel)) and (de-interlac\$3 or deinterlac\$3 or non-interlac\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/31 15:37
S49	32	(S42 or S43 or S44) and (deinterlac\$3 or noninterlac\$3 or "non-interlaced")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/31 13:07
S44	718	386/111.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/31 10:48
S43	85	386/110.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/31 10:48
S42	513	386/109.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/31 10:48
S41	3	("4783698" "5689305" "5886745").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/05/26 15:50
S40	3701	interpolat\$3 near5 field	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/26 15:49
S39	2	S33 and S31	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/26 08:04
S38	0	S37 and S36	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/26 08:04

S35	1270	386/109-111.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/26 08:04
S34	1	S33 and S32	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/26 08:04
S33	6	(S27 or S28 or S29 or S30) and ((cross adj2 field) or (common adj2 field))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/26 08:04
S27	286	348/445.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/26 07:49
S30	109	348/447.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/26 07:48
S29	431	348/448.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/26 07:48
S28	173	348/446.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/26 07:48
S25	1023	345/589.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/26 07:46
S23	464	345/428.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/26 07:46
S21	607	345/426.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/26 07:46

S19	4	S2 and (video and interlac\$3 and pixel and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/26 07:45
S20	37	((cross adj2 field) or (common adj2 field)) and (interlac\$3 and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/25 16:32
S16	27	345/589.ccls. and (video and interlac\$3 and pixel and averag\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/25 16:24
S4	1022	345/589.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/25 16:23
S7	144	345/643.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/25 15:52
S8	31	345/673.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/25 15:41
S5	181	345/592.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/25 15:36
S3	464	345/428.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/25 15:35
S2	607	345/426.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/05/25 15:35

RESULT LIST

2 results found in the Worldwide database for:
field AND pixel AND weight AND average in the title or abstract
(Results are sorted by date of upload in database)

1 Field to frame video pixel data generation

Inventor: GOVE ROBERT J (US)

Applicant: TEXAS INSTRUMENTS INC (US)

EC: H04N5/14M; H04N5/44P

IPC: H04N7/01

Publication info: **US5467138** - 1995-11-14

2 GENERATION OF FRAME PIXEL DATA

Inventor: ROBAATO JIEI GABU

Applicant: TEXAS INSTRUMENTS INC

EC: H04N5/14M; H04N5/44P

IPC: H04N7/01; H04N5/74

Publication info: **JP8046927** - 1996-02-16

Data supplied from the **esp@cenet** database - Worldwide

RESULT LIST

5 results found in the Worldwide database for:
field AND pixel AND weight AND interpolation in the title or abstract
(Results are sorted by date of upload in database)

1 APPARATUS TO PROVIDE BLOCK-BASED MOTION COMPENSATION AND METHOD THEREOF

Inventor: LEE SUNG-HEE; HUR BONG-SOO

Applicant: SAMSUNG ELECTRONICS CO LTD

EC: H04N7/26A4B; H04N7/26A6C4C; (+3)

IPC: H04N7/32; G06T7/20; (+1)

Publication info: **JP2005012799** - 2005-01-13

2 Deinterlacing apparatus and method thereof

Inventor: JUNG YOUNG-YOUNG (KR)

Applicant: SAMSUNG ELECTRONICS CO LTD (KR)

EC: H04N5/44P

IPC: H04N11/20

Publication info: **US2004207753** - 2004-10-21

3 IMAGE SIGNAL PROCESSING CIRCUIT

Inventor: WAKAHARA TOSHIO; MUTO YASUAKI; (+1)

Applicant: MATSUSHITA ELECTRIC IND CO LTD

EC:

IPC: H04N7/01

Publication info: **JP2002034004** - 2002-01-31

4 IMAGE REDUCTION DISPLAY DEVICE

Inventor: KUSHIDA TAKAYUKI; INOUE YOSHIYUKI

Applicant: MITSUBISHI ELECTRIC CORP

EC:

IPC: H04N5/45

Publication info: **JP2000041201** - 2000-02-08

5 SCANNING CONVERSION CIRCUIT FOR IMAGE SIGNAL AND IMAGE DECODER

Inventor: HIRANO YASUHIRO; ISHIKURA KAZUO; (+2)

Applicant: HITACHI LTD

EC:

IPC: H04N7/01; H04N5/208; (+1)

Publication info: **JP11266440** - 1999-09-28

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field AND pixel AND weight AND luminance in the title or abstract
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1 PICTURE DISPLAY DEVICE

Inventor: KAWAHARA ISAO; YAMADA KAZUHIRO Applicant: MATSUSHITA ELECTRIC IND CO LTD
EC: IPC: G09G3/20; G09G3/28; (+1)

Publication info: **JP2004004800** - 2004-01-08

2 IMAGE SUPERVISORY METHOD AND DEVICE

Inventor: KONUMA CHIEKO; KOBAYASHI YOSHIKI;
(+3) Applicant: HITACHI LTD; SECOM CO LTD
EC: IPC: H04N7/18; G03B15/00; (+8)

Publication info: **JP2001333420** - 2001-11-30

3 Driving system for a self-luminous display

Inventor: SHIGETA TETSUYA (JP) Applicant: PIONEER ELECTRONIC CORP (JP)
EC: G09G3/28 IPC: G09G3/28

Publication info: **US6064356** - 2000-05-16

**4 FLICKER REDUCTION AND SIZE ADJUSTMENT FOR VIDEO
CONTROLLER WITH INTERLACED VIDEO OUTPUT**

Inventor: KEENE DAVID; YANG JIMMY; (+1) Applicant: CIRRUS LOGIC INC (US)
EC: G09G5/395; H04N5/44P IPC: H04N5/44

Publication info: **WO9610887** - 1996-04-11

5 Driving method for a gas-discharge display panel

Inventor: SAEGUSA NOBUHIKO (JP) Applicant: PIONEER ELECTRONIC CORP (JP)
EC: G09G3/28; H04N3/12G; (+1) IPC: H04N9/12

Publication info: **US5475448** - 1995-12-12

**6 METHOD FOR INTRODUCING MOTION VECTOR EXPRESSING
MOVEMENT BETWEEN FIELDS OR FRAMES OF IMAGE SIGNALS AND
IMAGE-METHOD CONVERTING DEVICE USING METHOD THEREOF**

Inventor: SUTEIBUN MAAKU KIITEINGU; SARI
GURIFUISU Applicant: SONY BROADCAST & COMMUNICATION
EC: H04N7/01D4 IPC: H04N7/01

Publication info: **JP6014305** - 1994-01-21

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**1 PULSE WIDTH MODULATED DISPLAY WITH EQUALIZED PULSE
WIDTH SEGMENTS****Inventor:** WILLIS DONALD HENRY (US)**Applicant:** THOMSON LICENSING SA (FR); WILLIS
DONALD HENRY (US)**EC:** H04N9/31V**IPC:** H04N5/74; H04N9/12**Publication info:** WO2004054252 - 2004-06-24

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(Results are sorted by date of upload in database)

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(Results are sorted by date of upload in database)

1 Terrain height radar

Inventor: ZEOLI GENE W (US); HUDSON RALPH E (US); **Applicant:** HUGHES AIRCRAFT CO (US) (+2)
EC: G01S13/90 **IPC:** G01S13/90

Publication info: US5448241 - 1995-09-05

2 METHOD AND APPARATUS FOR BRINGING A MASK AND A SEMICONDUCTOR BODY INTO REGISTER WITH ONE ANOTHER

Inventor: LICENTIA GMBH
EC: G03F9/00T; H01L21/00; (+1) **Applicant:** LICENTIA GMBH
IPC: G05D3/00; G01B11/14

Publication info: GB1312825 - 1973-04-11

3 Improvements relating to deep-sea fishing devices

Inventor: MARTHINUS DAVID CHRISTIAAN RAS
EC: A01K73/02; A01K75/04

Publication info: GB811853 - 1959-04-15

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field pixel weight average interpolation

AND

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Title

1. 2000 - 056744 WEIGHTING MEDIAN FILTER INTERPOLATION APPARATUS

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field pixel weight average luminance

AND ▾

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AND

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Stored data

No. Publication No.

Title

1. 10 - 336490(1998) METHOD FOR REDUCING GAUSS NOISE IN FIELD ADAPTIVELY THROUGH THE USE OF FUZZY LOGIC PROCESSING
2. 10 - 153983(1998) PICTURE DISPLAY DEVICE
3. 06 - 259034(1994) METHOD FOR DISPLAYING HALFTONE IMAGE IN DISPLAY PANNEL

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cross field common

AND 

AND

pixel interpolation

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cross field common

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3.	<u>2004 - 021087</u>	LIQUID CRYSTAL DISPLAY AND ITS MANUFACTURING METHOD
4.	<u>2003 - 315799</u>	LIQUID CRYSTAL DISPLAY
5.	<u>2003 - 315776</u>	LIQUID CRYSTAL DISPLAY
6.	<u>2003 - 241224</u>	ACTIVE MATRIX SUBSTRATE, LIQUID CRYSTAL DEVICE, AND ELECTRONIC APPARATUS
7.	<u>2003 - 215620</u>	LIQUID CRYSTAL DISPLAY AND ITS MANUFACTURING METHOD
8.	<u>2003 - 161947</u>	LIQUID CRYSTAL DISPLAY DEVICE
9.	<u>2003 - 107484</u>	LIQUID CRYSTAL DISPLAY DEVICE
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11.	<u>2002 - 323706</u>	ACTIVE MATRIX LIQUID CRYSTAL DISPLAY DEVICE OF TRANSVERSE ELECTRIC FIELD SYSTEM AND METHOD FOR MANUFACTURING THE SAME
12.	<u>2002 - 311405</u>	METHOD AND APPARATUS FOR INSPECTING LIQUID CRYSTAL PANEL
13.	<u>2002 - 116450</u>	LIQUID CRYSTAL DISPLAY DEVICE AND ITS MANUFACTURING METHOD
14.	<u>2002 - 040456</u>	LIQUID CRYSTAL DISPLAY DEVICE
15.	<u>2002 - 023179</u>	LIQUID CRYSTAL DISPLAY DEVICE AND MANUFACTURING METHOD THEREFOR
16.	<u>2002 - 014363</u>	LIQUID CRYSTAL DISPLAY DEVICE OF FRINGE FIELD SWITCHING MODE
17.	<u>2001 - 183666</u>	LIQUID CRYSTAL DISPLAY DEVICE
18.	<u>2001 - 159761</u>	ACTIVE MATRIX TYPE LIQUID CRYSTAL DISPLAY DEVICE
19.	<u>2000 - 231110</u>	LIQUID CRYSTAL DISPLAY DEVICE
20.	<u>2000 - 047238</u>	LIQUID CRYSTAL DISPLAY DEVICE
21.	<u>2000 - 035593</u>	ACTIVE MATRIX TYPE LIQUID CRYSTAL DISPLAY DEVICE AND ITS DRIVING METHOD
22.	<u>2000 - 020039</u>	METHOD AND DEVICE FOR DRIVING LIQUID CRYSTAL DISPLAY DEVICE
23.	<u>11 - 352491(1999)</u>	WIDE VISUAL FIELD ANGLE LIQUID CRYSTAL DISPLAY DEVICE
24.	<u>11 - 194366(1999)</u>	ACTIVE MATRIX SUBSTRATE AND ITS MANUFACTURE, LIQUID CRYSTAL DEVICE, AND ELECTRONIC EQUIPMENT
25.	<u>11 - 119237(1999)</u>	INTRA-FACE SWITCHING TYPE LIQUID CRYSTAL DISPLAY DEVICE
26.	<u>10 - 319436(1998)</u>	ACTIVE MATRIX TYPE LIQUID CRYSTAL DISPLAY DEVICE
27.	<u>10 - 070303(1998)</u>	SEMICONDUCTOR PHOTODETECTOR
28.	<u>09 - 015607(1997)</u>	LIQUID CRYSTAL DISPLAY DEVICE

29. 08 - 160455(1996) LIQUID CRYSTAL DISPLAY DEVICE

30. 07 - 225389(1995) LIQUID CRYSTAL DISPLAY ELEMENT AND ITS MANUFACTURE

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1 A volume density optical model
 Peter L. Williams, Nelson Max

December 1992 [Proceedings of the 1992 workshop on Volume visualization](#)
Publisher: ACM Press

 Full text available:  [pdf\(807.78 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

2 PHIGS+ functional description revision
 Andries van Dam

July 1988 [ACM SIGGRAPH Computer Graphics](#), Volume 22 Issue 3
Publisher: ACM Press

 Full text available:  [pdf\(4.57 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)


This is a set of proposed extensions to the proposed PHIGS graphics standard (dpANS X3.144-198x. DIS 9592) to cover the areas of lighting, shading and advanced primitives which have thus far not been addressed by that standard. This document is organized to promote its eventual integration with the existing PHIGS documentation and is therefore not tutorial in nature. It assumes that the reader is familiar with PHIGS, with rendering and with curves and surfaces. This specification has been made a ...

3 Area and volume coherence for efficient visualization of 3D scalar functions
 Nelson Max, Pat Hanrahan, Roger Crawfis

November 1990 [ACM SIGGRAPH Computer Graphics , Proceedings of the 1990 workshop on Volume visualization](#), Volume 24 Issue 5
Publisher: ACM Press , ACM Press

 Full text available:  [pdf\(759.25 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)


We present an algorithm for compositing a combination of density clouds and contour surfaces used to represent a scalar function on a 3-D volume subdivided into convex polyhedra. The scalar function is interpolated between values defined at the vertices, and the polyhedra are sorted in depth before compositing. For n tetrahedra comprising a Delaunay triangulation, this sorting can always be done in $O(n)$ time. Since a Delaunay triangulation can be efficiently computed for scattered ...

4 Direct volume rendering of curvilinear volumes
 Jane Wiheims, Judy Challinger, Naim Alper, Shankar Ramamoorthy, Arsi Vaziri

November 1990 [ACM SIGGRAPH Computer Graphics , Proceedings of the 1990 workshop on Volume visualization](#), Volume 24 Issue 5
Publisher: ACM Press , ACM Press

 Full text available:  [pdf\(822.40 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)


Direct volume rendering can visualize sampled 3D scalar data as a continuous medium or extract features. However, it is generally slow. Furthermore, most algorithms for direct

volume rendering have assumed rectilinear gridded data. This paper discusses methods for using direct volume rendering when the original volume is curvilinear, i.e., is divided into six-sided cells which are not necessarily equilateral hexahedra. One approach is to ray-cast such volumes directly. An alternative approach is ...

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John Colter, Netscape Navigator

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 Relevance scale 
1 Multi-resolution multi-field ray tracing: a mathematical overview

C. Gasparakis

 October 1999 **Proceedings of the conference on Visualization '99: celebrating ten years**

Publisher: IEEE Computer Society Press

 Full text available:  [pdf\(211.49 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A rigorous mathematical review of ray tracing is presented. The concept of a generic voxel decoder acting on flexible voxel formats is introduced. The necessity of interpolating opacity weighted colors is proved, using a new definition of the blending process in terms of functional integrals. The continuum limit of the discrete opacity accumulation formula is presented, and its convexity properties are investigated. The issues pertaining to interpolation/classification order are discussed. ...

2 Image-based modeling and photo editing
 Byong Mok Oh, Max Chen, Julie Dorsey, Frédo Durand

 August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

 Full text available:  [pdf\(4.01 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present an image-based modeling and editing system that takes a single photo as input. We represent a scene as a layered collection of depth images, where each pixel encodes both color and depth. Starting from an input image, we employ a suite of user-assisted techniques, based on a painting metaphor, to assign depths and extract layers. We introduce two specific editing operations. The first, a "clone brushing tool," permits the distortion-free copying of parts of a picture, b ...

3 A practical analytic model for daylight
 A. J. Preetham, Peter Shirley, Brian Smits

 July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press/Addison-Wesley Publishing Co.

 Full text available:  [pdf\(230.74 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: aerial perspective, illumination, skylight, sunlight

4 High-Speed Volume Rendering Using Redundant Block Compression

Guenter Knittel

 October 1995 **Proceedings of the 6th conference on Visualization '95**

Publisher: IEEE Computer Society

Full text available:



[pdf\(1.40 MB\)](#)



Additional Information: [full citation](#), [abstract](#), [citations](#)

[Publisher Site](#)

We present a novel volume rendering method which offers high rendering speed on standard workstations. It is based on a lossy data compression scheme which drastically reduces the memory bandwidth and computing requirements of perspective raycasting. Starting from classified and shaded data sets, we use Block Truncation Coding or Color Cell Compression to compress a block of 12 voxels into 32 bits. All blocks of the data set are processed redundantly, yielding a data structure which avoids multi ...

Keywords: Volume rendering, raycasting, data compression

5 Reflectance and texture of real-world surfaces

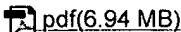


Kristin J. Dana, Bram van Ginneken, Shree K. Nayar, Jan J. Koenderink

January 1999 **ACM Transactions on Graphics (TOG)**, Volume 18 Issue 1

Publisher: ACM Press

Full text available:



Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this work, we investigate the visual appearance of real-world surfaces and the dependence of appearance on the geometry of imaging conditions. We discuss a new texture representation called the BTF (bidirectional texture function) which captures the variation in texture with illumination and viewing direction. We present a BTF database with image textures from over 60 different samples, each observed with over 200 different combinations of viewing and illumination directions. We describe ...

6 Computational strategies for object recognition



Paul Suetens, Pascal Fua, Andrew J. Hanson

March 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 1

Publisher: ACM Press

Full text available:



Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This article reviews the available methods for automated identification of objects in digital images. The techniques are classified into groups according to the nature of the computational strategy used. Four classes are proposed: (1) the simplest strategies, which work on data appropriate for feature vector classification, (2) methods that match models to symbolic data structures for situations involving reliable data and complex models, (3) approaches that fit models to the photometry and ...

Keywords: image understanding, model-based vision, object recognition

7 The office of the future: a unified approach to image-based modeling and spatially immersive displays

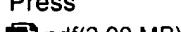


Ramesh Raskar, Greg Welch, Matt Cutts, Adam Lake, Lev Stesin, Henry Fuchs

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available:



Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: autocalibration, calibration, depth, display, image-based modeling, image-based rendering, intensity blending, projection, range, reflectance, spatially immersive display, virtual environments

8 Data clustering: a review



A. K. Jain, M. N. Murty, P. J. Flynn

September 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 3

Publisher: ACM Press

Full text available:  pdf(636.24 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Clustering is the unsupervised classification of patterns (observations, data items, or feature vectors) into groups (clusters). The clustering problem has been addressed in many contexts and by researchers in many disciplines; this reflects its broad appeal and usefulness as one of the steps in exploratory data analysis. However, clustering is a difficult problem combinatorially, and differences in assumptions and contexts in different communities has made the transfer of useful generic co ...

Keywords: cluster analysis, clustering applications, exploratory data analysis, incremental clustering, similarity indices, unsupervised learning

9 [Imaging vector fields using line integral convolution](#)



 Brian Cabral, Leith Casey Leedom

September 1993 **Proceedings of the 20th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available:  pdf(1.48 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: convolution, filtering, flow fields, periodic motion filtering, rendering, special effects, texture synthesis, visualization

10 [A parallel scan conversion algorithm with anti-aliasing for a general-purpose ultracomputer](#)



 ultracomputer

Eugene Fiume, Alain Fournier, Larry Rudolph

July 1983 **ACM SIGGRAPH Computer Graphics , Proceedings of the 10th annual conference on Computer graphics and interactive techniques**, Volume 17 Issue 3

Publisher: ACM Press , ACM Press

Full text available:  pdf(1.10 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Popular approaches to speeding up scan conversion often employ parallel processing. Recently, several special-purpose parallel architectures have been suggested. We propose an alternative to these systems: the general-purpose ultracomputer, a parallel processor with many autonomous processing elements and a shared memory. The "serial semantics/parallel execution" feature of this architecture is exploited in the formulation of a scan conversion algorithm. Hidden surfaces are remo ...

11 [Image-guided streamline placement](#)



 Greg Turk, David Banks

August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available:  pdf(511.62 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: flow visualization, random descent, random optimization, streamline, vector field visualization

12 [Colour, rendering and tone-mapping: Accelerating path tracing by re-using paths](#)



Philippe Bekaert, Mateu Sbert, John Halton

July 2002 **Proceedings of the 13th Eurographics workshop on Rendering EGRW '02**

Publisher: Eurographics Association

Full text available:  pdf(3.32 MB)

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This paper describes a new acceleration technique for rendering algorithms like path tracing, that use so called gathering random walks. Usually in path tracing, each traced path is used in order to compute a contribution to only a single point on the virtual screen. We propose to combine paths traced through nearby screen points in such a way that each path contributes to multiple screen points in a provably good way. Our approach is unbiased and is not restricted to diffuse light scattering. I ...

13 Cube-3: a real-time architecture for high-resolution volume visualization

 Hanspeter Pfister, Arie Kaufman, Tzi-Cker Chiueh

October 1994 **Proceedings of the 1994 symposium on Volume visualization**

Publisher: ACM Press

Full text available:  pdf(1.35 MB) Additional Information: [full citation](#), [citations](#), [index terms](#)



14 From VHDL to efficient and first-time-right designs: a formal approach

 Peter F. A. Middelhoek, Sreeranga P. Rajan

April 1996 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**,

Volume 1 Issue 2

Publisher: ACM Press

Full text available:  pdf(722.99 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



In this article we provide a practical transformational approach to the synthesis of correct synchronous digital hardware designs from high-level specifications. We do this while taking into account the complete life cycle of a design from early prototype to full custom implementation. Besides time-to-market, both flexibility with respect to target architecture and efficiency issues are addressed by the methodology. The utilization of user-selected behavior-preserving transformation steps e ...

Keywords: CDFG, SFG, VHDL, correctness by construction, design methodology, rapid system prototyping, transformational design

15 Homomorphic factorization of BRDF-based lighting computation

 Lutz Latta, Andreas Kolb

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Publisher: ACM Press , ACM Press

Full text available:  pdf(2.81 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



Several techniques have been developed to approximate Bidirectional Reflectance Distribution Functions (BRDF) with acceptable quality and performance for realtime applications. The recently published *Homomorphic Factorization* by McCool et al. is a general approximation approach that can be used with various setups and for different quality requirements. In this paper we propose a new technique based on the Homomorphic Factorization. Instead of approximating the BRDF, our technique factoriz ...

Keywords: illumination, reflectance & shading model, rendering, rendering hardware, texture mapping

16 A frame buffer system with enhanced functionality

 F. C. Crow, M. W. Howard

August 1981 **ACM SIGGRAPH Computer Graphics , Proceedings of the 8th annual conference on Computer graphics and interactive techniques**, Volume 15 Issue 3

Publisher: ACM Press , ACM Press

Full text available:  pdf(561.14 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



A video-resolution frame buffer system with 32 bits per pixel is described. The system includes, in addition to standard features for limited zoom and pan, an arithmetic unit at

the update port which allows local computation of many frequently-used pixel-level functions combining stored pixel values with incoming pixel values. In addition to the standard arithmetic and logical functions there are functions for sum to maximum pixel value and difference to minimum pixel value. Comparisons bet ...

17 Texturing techniques for terrain visualization

Jürgen Döllner, Konstantin Baumman, Klaus Hinrichs

October 2000 **Proceedings of the conference on Visualization '00**

Publisher: IEEE Computer Society Press

Full text available:  pdf(3.71 MB) Additional Information: [full citation](#), [citations](#), [index terms](#)



Keywords: 3D maps, level of detail, multiresolution, terrain rendering, texture mapping

18 Integrated visualization of brain anatomy and cerebral blood vessels

 Dirk Vandermeulen, Peter Plets, Steven Ramkers, Paul Suetens, Guy Marchal

December 1992 **Proceedings of the 1992 workshop on Volume visualization**

Publisher: ACM Press

Full text available:  pdf(1.02 MB) Additional Information: [full citation](#), [references](#), [index terms](#)



19 Photorealistic rendering of knitwear using the lumislice

 Ying-Qing Xu, Yanyun Chen, Stephen Lin, Hua Zhong, Enhua Wu, Baining Guo, Heung-Yeung Shum

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available:  pdf(29.02 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



We present a method for efficient synthesis of photorealistic free-form knitwear. Our approach is motivated by the observation that a single cross-section of yarn can serve as the basic primitive for modeling entire articles of knitwear. This primitive, called the *lumislice*, describes radiance from a yarn cross-section based on fine-level interactions — such as occlusion, shadowing, and multiple scattering — among yarn fibers. By representing yarn as a sequence of identical ...

Keywords: image-based rendering, knitwear, parametric surfaces, photorealistic rendering, transparency blending

20 A video retrieval and sequencing system

 Tat-Seng Chua, Li-Qun Ruan

October 1995 **ACM Transactions on Information Systems (TOIS)**, Volume 13 Issue 4

Publisher: ACM Press

Full text available:  pdf(3.20 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)



Video is an effective medium for capturing the events in the real world around us, and a vast amount of video materials exists, covering a wide range of applications. However, widespread use of video in computer applications is often impeded by the lack of effective tools to manage video information systematically. This article discusses the design and implementation of a frame-based video retrieval and sequencing system (VRSS). The system is designed to support the entire process of video ...

Keywords: cinematic rules, frame-based modeling, multimedia, video retrieval, virtual editing

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1 Dynamic 3D graphics workload characterization and the architectural implications

Tulika Mitra, Tzi-cker Chiueh

 November 1999 **Proceedings of the 32nd annual ACM/IEEE international symposium on Microarchitecture**

Publisher: IEEE Computer Society

 Full text available: [pdf\(1.05 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
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Although PC-class 3D graphics hardware has made significant strides in the last several years, the underlying architectural design principles are still generally considered as a black art. The quantitative approach prevalent in mainstream computer architecture design is rarely applied, at least as far as publicly available research literature is concerned. One main reason for this deficiency is the absence of a detailed workload characterization of 3D applications. This paper report ...

2 Light fields: Towards space-time light field rendering

Huamin Wang, Ruigang Yang

 April 2005 **Proceedings of the 2005 symposium on Interactive 3D graphics and games**

Publisher: ACM Press

 Full text available: [pdf\(2.36 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

So far extending light field rendering to dynamic scenes has been trivially treated as the rendering of static light fields stacked in time. This type of approaches requires input video sequences in strict synchronization and allows only discrete exploration in the temporal domain determined by the capture rate. In this paper we propose a novel framework, *space-time light field rendering*, which allows continuous exploration of a dynamic scene in both spatial and temporal domain wit ...

Keywords: epipolar constraints, image-based rendering, space-time light field

3 CD-I full-motion video encoding on a parallel computer

Frans Sijstermans, Jan van der Meer

 April 1991 **Communications of the ACM**, Volume 34 Issue 4

Publisher: ACM Press

 Full text available: [pdf\(7.97 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)
4 Efficient support for scan operations in video servers

Prashant J. Shenoy, Harrick M. Vin

 January 1995 **Proceedings of the third ACM international conference on Multimedia**

Publisher: ACM Press

Keywords: disk arrays, scan operations, video servers

5 Performance analysis of Intel MMX technology for an H.263 video H.263 video

 **encoder**

Ville Lappalainen

September 1998 **Proceedings of the sixth ACM international conference on Multimedia**

Publisher: ACM Press

Full text available: [pdf\(737.35 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: H.263, Intel MMX, performance, video encoder

6 Intelligent scissors for image composition

 Eric N. Mortensen, William A. Barrett

September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: [pdf\(363.56 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
[ps\(4.92 MB\)](#)

7 An object-oriented framework for the integration of interactive animation techniques

 Robert C. Zeleznik, D. Brookshire Conner, Matthias M. Wloka, Daniel G. Aliaga, Nathan T.

Huang, Philip M. Hubbard, Brian Knep, Henry Kaufman, John F. Hughes, Andries van Dam

July 1991 **ACM SIGGRAPH Computer Graphics , Proceedings of the 18th annual**

conference on Computer graphics and interactive techniques, Volume 25 Issue

4

Publisher: ACM Press , ACM Press

Full text available: [pdf\(3.61 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present an interactive modeling and animation system that facilitates the integration of a variety of simulation and animation paradigms. This system permits the modeling of diverse objects that change in shape, appearance, and behaviour over time. Our system thus extends modeling tools to include animation controls. Changes can be effected by various methods of control, including scripted, gestural, and behavioral specification. The system is an extensible testbed that supports research in t ...

Keywords: delegation, electronic books, interactive illustrations, object-oriented design, real-time animation, user interaction

8 Dissertation Abstracts in Computer Graphics

 Jeffrey J. McConnell

April 1988 **ACM SIGGRAPH Computer Graphics**, Volume 22 Issue 2

Publisher: ACM Press

Full text available: [pdf\(1.65 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This paper is the first of a yearly compendium of abstracts from masters and doctoral theses in computer graphics. The compendium is being provided as a guide to the work being done in computer graphics by graduate students. Any requests for further information about a thesis or graduate student should be directed to the institution involved. This year's compendium has 54 entries from 23 institutions. The list is by no means complete as there are several prominent graduate schools missing. It is ...

9 A demonstrated optical tracker with scalable work area for head-mounted display

 **systems**

Mark Ward, Ronald Azuma, Robert Bennett, Stefan Gottschalk, Henry Fuchs
June 1992 **Proceedings of the 1992 symposium on Interactive 3D graphics**

Publisher: ACM Press

Full text available:  [pdf\(1.37 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

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1 [Lossless compression of computer generated animation frames](#)
 Hee Cheol Yun, Brian K. Guenter, Russell M. Mersereau
October 1997 **ACM Transactions on Graphics (TOG)**, Volume 16 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(5.18 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)


This article presents a new lossless compression algorithm for computer animation image sequences. The algorithm uses transformation information available in the animation script and floating point depth and object number information at each pixel to perform highly accurate motion prediction with very low computation. The geometric data (i.e., the depth and object number) can either be computed during the original rendering process and stored with the image or computed on the fly during com ...

Keywords: compression, computer animation, computer graphics, motion prediction

2 [The lumigraph](#)
 Steven J. Gortler, Radek Grzeszczuk, Richard Szeliski, Michael F. Cohen
August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press

Full text available:  [pdf\(334.72 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

3 [Designing an interactive tool for video object segmentation and annotation](#)
 Huitao Luo, Alexandros Eleftheriadis
October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 1)**
Publisher: ACM Press

Full text available:  [pdf\(672.61 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


An interactive authoring system is proposed for semi-automatic video object segmentation and annotation. This system features a new contour interpolation algorithm, which enables the user to define the contour of a video object on multiple frames while the computer interpolates the missing contours of this object on every frame automatically. Typical active contour (snake) model is adapted and the contour interpolation problem is decomposed into two directional contour tracking prob ...

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IEE JNL IEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IEE CNF IEE Conference Proceeding

IEEE STD IEEE Standard

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IEEE JNL IEEE Journal or Magazine

IEE JNL IEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IEE CNF IEE Conference Proceeding

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IEE JNL IEE Journal or Magazine

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IEEE STD IEEE Standard

1. Gaussian pixel weighting marks in amplitude modulation of color image watermarking
Puenpan, R.; Amornraksa, T.;
Signal Processing and its Applications, Sixth International Symposium on. 2001
Volume 1, 13-16 Aug. 2001 Page(s):194 - 197 vol.1
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